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Pathfinder critical hit table

Pathfinder critical hit rules. Pathfinder critical hit. Critical hit pathfinder 1e. Pathfinder critical hit deck. Critical pathfinder.

Critical hits are exceptional strikes that deal significantly more damage than regular attacks. When a character makes an attack roll, they can potentially score a critical hit if their roll exceeds the critical threat range of their weapon. The critical threat range varies depending on the character's abilities and equipment. A natural roll of 20 on a d20 guarantees a hit, regardless of the attacker's bonus or the target's armor class. Combat Initiation and Flow In combat situations, characters act in sequence based on their initiative result. Each round begins with the character having the highest initiative, followed by subsequent characters in order. When it's a character's turn, they perform all actions allotted for that round. Certain exceptions apply, such as attacks of opportunity or special initiative actions. During a battle, each participant makes an initiative check at the start, which involves rolling Dexterity and applying modifiers from feats, spells, and other effects. Characters act in order from highest to lowest result, with the exception that if someone's initiative changes due to action taken during combat. If multiple characters have the same initiative result, they act based on their total initiative modifier or roll for priority. Characters are considered flat-footed at the beginning of a battle until they've acted once. This means they cannot use their Dexterity bonus to AC while flat-footed, except for certain classes like barbarians and rogues with high enough levels, who have an uncanny dodge ability. Characters in this state cannot make attacks of opportunity unless they possess the Combat Reflexes feat. During combat, even if a character cannot take actions, they retain their initiative score until the encounter concludes. If characters are not aware of opponents, they're considered surprised, and determining awareness might involve Perception checks or other assessments. When some but not all participants in a battle are aware of each other, a surprise round occurs before regular combat rounds. Characters who started aware take standard actions during this round in initiative order, from highest to lowest. Combat Initiative Methods for Speeding Up Combat Combat can bog down sessions if not managed effectively. To speed up combat, consider recording PC and monster names on cards with their initiative scores, then cycling through them to determine whose turn it is next. Ambitious GMs can add details such as hit points and special attack DCs to the monsters' cards. Alternative methods include using a cork board, marker board, or dry-erase board to track initiative and status, allowing players to see when their turns are coming up and plan ahead. A combat pad with dry/wet-erase magnets can also facilitate this process. Displaying the combat order, such as by displaying the current tick of the initiative clock, allows PCs to plan their actions in advance. This can encourage coordination among party members and help speed up the combat process. Additionally, if players can see who's up next in the initiative order, it creates a sense of anticipation and can help them make more timely decisions during their turn. excuse for not knowing what’s going on or what their characters want to do. If a player takes too long to announce their character's action, they can be skipped and the next creature's turn is moved forward, as combat can get hectic and sometimes players need a brief moment to focus. This doesn't cost them any actions, but encourages them to pay closer attention. To speed up combat, consider letting players know in advance that you'll do so, as springing it on them unexpectedly can seem unfair. Instead, plan ahead and coordinate with the group. When rolling attacks and damage, save time by doing it together instead of separately. This allows you to roll all dice at once, making it easier for both the game master and players to keep track of everything. In combat, certain statistics determine success. When a player makes an attack roll, they need to match or beat their opponent's Armor Class to hit. A natural 1 results in a miss, while a natural 20 always hits, but can also be a critical hit. The attack bonus depends on the type of weapon being used, with base attack bonus, Strength modifier, and size modifier added together. Base Attack Bonus is calculated by adding Base Attack Bonus Source: d20srd.org a Dexterity modifier and size modifier and subtracting range penalty. A base attack bonus increases at different rates depending on character class or creature type and Hit Dice combination. When a second, third or fourth attack is gained, bonuses increase to +6 for the second attack, +11 for the third and +16 for the fourth. Base attack bonuses from multiple sources combine, such as when playing multiple classes. Armor Class represents how difficult it is to hit you and equals 10 plus armor bonus shield bonus Dexterity modifier and other modifiers. However, armor reduces Dexterity bonus affecting AC. If an opponent hits before you can react your AC does not increase. If no Dexterity bonus, AC remains the same. Dodge bonuses increase your AC but do not interact with armor and instead stack on each other. Size affects your AC by providing bonuses or penalties depending on size. Touch attacks disregard armor including shields and natural defenses requiring only a touch to hit fully effective attacks are made with ranged or melee rolls without considering armor or shield bonuses except Dexterity modifier and deflection bonus applying normally. When it comes to attacks, remember that force effects like mage armor and bracers don't get ignored by touch attacks. If your hit lands, the type of weapon used decides the damage amount. Even if penalties lower the damage below one, it's still a non-lethal hit for 1 point. Strength plays a role too: with melee or thrown weapons, add your Strength modifier to the damage. But with a bow that's not composite, just the penalty applies. If you're using a weapon in your off hand, it's half the Strength bonus. And if there's a penalty, it's all of it. Using a two-handed weapon gives more Strength - 1-1/2 times the bonus for non-light weapons. But remember, dropping or re-grasping a two-handed weapon is a free action, even for a wizard who lets go and then re-grasps with both hands. Damage can be multiplied too: if you get a critical hit, roll the damage multiple times to total it up. Note that each multiplier works off the original damage, not the multiplied one. And don't forget about ability damage from creatures or magic - it reduces an ability score. Hit points are important too: when they reach 0, you're disabled; at –1, you're dying; and a negative equal to your Constitution means you're dead. Lastly, remember attacks of opportunity can happen when someone lets their guard down in a melee. Threatened squares are where these free attacks come from - the ability to make a melee attack without penalty into those areas. Even when it's not your turn, you can make an attack of opportunity on enemies that take actions while in a square adjacent to yours. This includes diagonals. If you're unarmed, you don't threaten any squares and can't make attacks of opportunity. Creatures with a reach of 5 feet or less usually only threaten the space right next to them. However, some creatures have longer reaches, like Small and Medium ones with reach weapons or Large and bigger ones. You provoke an attack of opportunity when you move out of a threatened square or take certain actions while in one. Making an attack of opportunity is a single melee attack that most characters can only make once per round. You don't have to make it if you don't want to, and you do it at your normal attack bonus, even if you've already attacked. Combat Reflexes lets you add your Dexterity modifier to the number of attacks of opportunity you can make in a round. This doesn't mean you get more attacks for one opportunity, but rather that if someone provokes two attacks from you, you get to make two separate ones. If someone threatens multiple squares and you move out of all those squares at once, it's just counted as one attack of opportunity. Your speed tells you how far you can move in a round and still do something like attacking or casting a spell. It mostly depends on your size and armor. Some creatures have speeds of 20 feet (4 squares), while others go up to 30 feet (6 squares). If you use two move actions, you can move double your speed, or quadruple it if you spend the entire round running. Saving Throws: A Quick Guide When faced with an unusual or magical attack, you'll often have a chance to make a saving throw to mitigate its effects. To determine your saving throw modifier, combine your class and level bonus with your associated ability score. The three main types of saving throws are Fortitude, Reflex, and Will. * Fortitude: This type of save measures your physical resilience, so you apply your Constitution modifier. * Reflex: This test your ability to dodge attacks and unexpected situations, using your Dexterity modifier. * Will: This type of save reflects your resistance to mental influence and magical effects, utilizing your Wisdom modifier. The difficulty class (DC) for a saving throw is determined by the attack itself. Automatic failures occur when you roll a natural 1 on the d20, while automatic successes result from rolling a natural 20. In combat, there are various actions you can take, including manipulating objects within your reach. You typically provoke an attack of opportunity if you pick up or manipulate an object that's not in a threatened space. However, if the foe cannot reach your space, you don't provoke an attack of opportunity, even if you're reaching into a threatened area. Combat options can be categorized as basic, combat maneuvers, and feats. Basic options are available to anyone, while combat maneuvers use your Combat Maneuver Bonus and Defense. Feats grant additional combat options, each with its own specific circumstances for use. These feats cannot be used in conjunction with special attacks. Action types determine how long actions take and movement is handled within the 6-second combat round. There are six action types: Standard Move, Full-round Swift Immediate Free. In a normal turn, you can perform one standard action and one move action or two standard actions. You can also do one swift action and one or more free actions. A move action can replace a standard action. However, in some situations like surprise rounds, your options may be limited. Yes, use a spell-like ability No Use supernatural ability No Attack of Opportunity1 Yes Control a frightened mount Yes Direct or redirect an active spell No Draw a weapon3 No Load a hand crossbow or light crossbow Yes Open or close a door No Move Actions Attack of Opportunity1 Yes Charge4 No Deliver coup de grace Yes Escape from a net Yes Extinguish flames No Light a torch with a tindertwig Yes Load a heavy or repeating crossbow Yes Prepare to throw splash weapon Yes Run Yes Use skill that takes 1 action Usually Use a touch spell on up to six friends Yes Withdraw4 No Free Actions Attack of Opportunity1 Yes Cease concentration on a spell No Drop an item No Stand up from prone Yes Ready or drop a shield3 No Retrieve a stored item Yes Pick up an item (see FAQ) Yes Sheathe a weapon Yes Full-Round Actions Attack of Opportunity1 Yes Use skill that takes 1 round Usually Deliver coup de grace Yes Escape from a net Yes Load a heavy or repeating crossbow Yes Lock or unlock weapon in locked gauntlet Yes Prepare to throw splash weapon Yes Run Yes Cast a quickened spell No Swift Actions Attack of Opportunity1 Yes Immediate Actions Attack of Opportunity1 Yes Cast feather fall No Full-Round Actions Attack of Opportunity1 Yes Perform a combat maneuver6 Yes Use feat7 Varies 5-foot step No Action Type Varies Attack of Opportunity1 Yes Delay No Cast a quickened spell No You can swap your regular movement for another activity in a turn. If you don't actually move anywhere that round, you get one extra step, no matter when you take it. When you use up all your energy for the round, that's called a full-round action – nothing else gets done until after that. You might be able to make some smaller actions like 5-foot steps or free actions during this time. In some cases, certain abilities can only happen on their own turn, or they'll modify an attack you do afterwards. There are also some things that don't take any time at all and just happen automatically when you do something else. Some situations might limit what you can do, forcing you to choose between actions carefully. In restricted situations, characters are limited to one standard action or a single move action along with any free and swift actions. However, full-round actions cannot be taken, unless started or completed using a standard action. Standard actions comprise most character movements aside from movement itself. Attacking is classified as a standard action, allowing for strikes within 5 feet of the attacker, given that the weapon does not have reach capabilities. Unarmed attacks follow similar rules to melee weapons but come with additional considerations: - An unarmed attack can provoke an attack of opportunity from a character if she's armed. - An unarmed attack does not trigger opportunities from other enemies or an unarmed foe. - An unarmed character cannot take attacks of opportunity unless they possess specific abilities. Certain characters, such as monks, count their unarmed attacks as armed for both offense and defense purposes. Unarmed strikes deal bludgeoning damage and are considered nonlethal. Characters can opt to make lethal damage from an unarmed strike but suffer a penalty on the attack roll; this requirement is waived with the Improved Unarmed Strike feat. Ranged attacks involve shooting or throwing at targets within the weapon's range, following maximum distance increments as specified by the weapon type. Shooting into a melee poses specific challenges and must be carefully considered to avoid complications. A melee engagement with an enemy character imposes a –4 penalty on attack rolls. Two characters are considered engaged if they're hostile towards each other and threaten one another, unless one is incapacitated or immobilized. If the target is at least 10 feet away from the nearest friendly character, the –4 penalty can be avoided, even when engaging an enemy character in melee with a friendly character. If the target is two size categories larger than the engaged friendly characters, the penalty decreases to –2. There is no penalty for attacking a creature three size categories larger. Precise Shot: Those with the Precise Shot feat are exempt from this penalty. Natural Attacks: Melee attacks made with natural weapons, such as claws and bites, can be used against any creature within reach (usually 5 feet). These attacks deal damage based on their type and the user's Strength modifier. Certain attacks, like tails or wings, have secondary natural attacks that deal less damage. Combining Natural Attacks: Natural attacks can be made with melee weapons and unarmed strikes using different limbs. However, when combining these attacks, all natural attacks are treated as secondary natural attacks, dealing less damage. Feats such as Two-Weapon Fighting and Multiattack can reduce penalties for certain abilities. Multiple Attacks: A character must use the full-attack action to make more than one attack per round. Fighting Defensively: Attacking while defending imposes a –4 penalty on all attacks in a round, but grants a +2 dodge bonus to AC until the start of the next turn. when making an attack roll, hitting with a natural 20 means the hit might be critical. to confirm if it's a critical hit, another roll with the same modifiers as the first is made, and if that hits too, it's a crit. otherwise, it's just a regular hit. a critical hit lets you roll damage multiple times and add it together. unless stated otherwise, the threat range for a critical hit on an attack roll is 20, and the multiplier is x2. some exceptions include precision damage and special weapon qualities that don't get multiplied when scoring a critical hit. sometimes, the threat range is greater than 20, but still requires hitting with a roll of 20 or less to score double damage. increased multipliers like x3 deal even more damage on a critical hit, while spells can also score critical hits if they require an attack roll. You need a standard action to cast spells, which can be done before or after taking a move action. Note that your Dexterity bonus applies while casting. Verbal components require speaking firmly, but silence and gagging prevent you from doing so. Deafness increases the chance of spoiling verbal component spells by 20%. Somatic components need at least one hand to gesture freely. Material, focus, or divine focus components require proper preparation. Concentration is necessary, as distractions can cause spell failure. To cast a spell successfully, you must pass a concentration check based on the threat level if interrupted during casting. Failure results in spell loss and deducts from your daily limit. Spells with a free action casting time do not provoke attacks of opportunity. Casting defensively requires an additional concentration check to avoid losing the spell. Touch spells allow you to target specific subjects by touching them, but require successful touch attack rolls against opponents. #### Touch spells work by letting you make physical contact with your target, but only if the spell itself doesn't trigger an attack of opportunity does it not provoke one. When casting a touch spell, you can score critical hits as long as the spell deals damage and don't count any armor or shield bonuses in AC. Holding onto a charge lets you keep making attacks for multiple rounds until you make contact with something or cast another spell. If you're holding a charge, you can hit one friend with a standard action or up to six friends with a full-round action. Normally, casting another spell while holding a charge would end the spell, but not if your unarmed attack doesn't provoke attacks of opportunity. Some spells let you make ranged touch attacks without needing an extra action, and these do provoke attacks of opportunity. If you cast such a spell and an enemy is within reach, you'll get two attacks for casting the spell and making the range attack. However, some spells only count as one attack if they have multiple rays. As you begin this action, your AC improves at the start. You cannot combine total defense with fighting defensively or use Combat Expertise, nor make attacks of opportunity while using total defense. Special abilities usually take a standard action to use, but some may require more time or no action at all. Concentration is required when using spell-like abilities, which can be disrupted if your concentration breaks. You can attempt to use a spell-like ability on the defensive, with a DC 15 + double the spell's level check. Supernatural and extraordinary abilities typically take standard actions but are immune to disruption and don't require concentration. Move actions allow you to cover short distances or perform specific movements without checks. Some move actions include moving your speed, climbing up to one-quarter of your speed, or swimming up to one-quarter of your speed. You can redirect spells that allow it after casting, which takes a move action but doesn't provoke attacks or require concentration. Finally, you can draw or sheathe a weapon as a move action, putting it away for easy retrieval or drawing it for combat readiness. If you have a base attack bonus of +1 or higher, you may combine this with another regular move as a free action. Making ammo for ranged weapons like arrows or shuriken is a free action that takes no time. Moving or handling items like picking up something heavy or opening doors usually requires a move action, but check the combat actions table for specifics. Mounting or getting off a horse also needs a move action, unless you make a Ride check with 20; then it's a free action. If you fail, it's back to a move action. You can't do a fast mount or dismount without using up your move action first. Putting on or taking off a shield for combat uses a move action, but if you have some combat experience, you can do this and another thing in the same turn as a free action combined with a regular move. Dropping a carried shield is easy and doesn't take any time. Standing up from being on your stomach takes a move action and means other people get to hit you first. Sometimes an action takes up the whole round, which can't be mixed with other actions like moving or attacking. If it's just standing still but you want to move slightly, you can do that too. In combat, if you normally attack twice because of your skills, then you have to use a full-round action for those extra attacks. You can plan out your attacks beforehand and adjust your strategy based on how previous attacks went. During a full attack, you can only take a 5-foot step, which you can do before, after, or between attacks. If you have multiple attacks due to your high base attack bonus, you'll need to make them in order from highest to lowest. When using two weapons, you can choose which one to use first, and with a double weapon, you can strike with either part of the weapon. After your initial attack, you can decide to take a move action instead of making further attacks if the situation calls for it. You can also choose to fight defensively during a full-attack action, taking a –4 penalty on all attacks but gaining a +2 dodge bonus to AC until your next turn starts. This allows you to prioritize defense over offense. Some spells require a full-round action to cast, which takes effect just before your turn in the following round. You'll need to maintain concentration throughout the casting process, and if you lose focus, the spell will fail. Additionally, sorcerers and bards need more time to cast metamagic spells than regular ones, with casting times varying depending on the specific spell. Casting metamagic spells requires an extra full-round action for clerics and druids. These spells also take longer casting times when cast spontaneously. In difficult terrain, movement is impeded. To move 5 feet, a full-round action is required, even if it's diagonally. This movement provokes attacks of opportunity normally. Running as a full-round action allows moving up to four times one's speed in a straight line. However, this removes any Dexterity bonus to AC unless the Run feat is taken. Characters can run for a number of rounds equal to their Constitution score but must make DC 10 Constitution checks to continue running. The DC increases by 1 each round. Using special abilities usually requires a standard action but may be full-round actions as defined by the ability. Withdrawing from melee combat involves moving up to double one's speed and results in attacks of opportunity against invisible enemies. Visible enemies do not get opportunities, but you can't withdraw if blinded or move using an unlisted form of movement. Free actions don't take time and rarely incur attacks of opportunity. Examples include common free actions. You can perform several types of actions without expending an action, including Drop and Speak. These actions consume no time but require less effort than swift actions. A free action allows you to Drop items or move to a prone position in your space. Speaking is also a general free action that lets you communicate even when it's not your turn, although speaking too many sentences might use up the whole turn. Swift actions are small-time consuming but take more effort, and can be done once per turn without interrupting other actions. They usually involve magic or special items. Immediate actions can be performed at any time, including out of order with a normal action. However, you cannot use another immediate or swift action until after your next turn if you've used it while not on your turn. Combat and injury rules provide clarity on individual feats, skill uses, and massive damage. Massive Damage: Sustaining an attack causing half or more of total hit points (min 50) in a single blow requires a DC 15 Fortitude save to avoid death. If multiple attacks deal equal or less than half hit points each, the rule does not apply. Scars and Wounds Optional Rule: - Massive damage triggers a DC 15 Fortitude save; failure results in permanent debilitating effects. - A d20 roll determines the type of scar or wound: minor (cosmetic), moderate (face cut with Charisma bonus), major (severe face cut with penalty), finger loss (Dex penalty for every three fingers lost), impressive wound (Con penalty), eye loss (Perception sight-based penalty), leg loss (half speed, cannot charge), hand loss (two-handed item limitation), or arm loss (Str penalty, two-handed item limitation). Note: Losing a single hand or arm does not affect spellcasting with somatic components. Major scars can also grant Charisma bonuses against other pirates at the GM's discretion. When your character's hit points reach zero or lower, they can't take any further harm until then. Your character gets hurt in one of two main ways: taking lethal damage and losing hit points, or being injured enough to reduce their ability to withstand physical punishment. Hit point damage doesn't affect movement speed until the character's hit points drop to zero. When this happens, the character is disabled and can only take a single move or action per turn. If you perform any strenuous actions while disabled, you'll take extra damage after completing them. Healing that brings your hit points above zero restores your character's full functionality, as if they had never been reduced to zero or fewer hit points. A dying character immediately loses consciousness and can't take any actions. They lose one hit point per round until death or recovery. A character dies when their hit points drop below a certain threshold, or if they're injured enough that they lose all their Constitution score. Certain types of magic can restore life to a dead character. When someone takes damage like from a poison or a severe wound, they automatically fail any attempts to heal themselves and lose hit points each round. However, if a healer uses a DC 15 spell to stabilize them, the person stops losing hit points. If they receive even one point of healing, they become stable. If a healer tends to someone who is dying, that person can eventually regain consciousness and recover hit points naturally after about an hour. However, if left alone, severely wounded characters usually die. They have a small chance of recovering on their own but risk losing more hit points each time they fail to regain consciousness. When a character is unconscious with negative hit points, they're treated as disabled. Even without help, they can recover naturally once they reach one or more hit points. If left alone, severely wounded characters are at risk of death. They can try to recover by making a DC 10 Constitution check once per day after resting for eight hours, but if they fail, they lose a hit point. Healing occurs through natural recovery during sleep or magical healing. You cannot regain more than your full normal hit points. During an entire night's rest, you heal 1 hit point per level. Any interruption prevents healing that night, and complete bed rest for a day and night allows you to recover twice your normal amount of hit points. Magical Healing: Various abilities and spells can restore hit points. However, magical healing won't exceed the character's normal full hit point total. Healing Ability Damage: Temporary ability damage returns at a rate of 1 point per night (8 hours) for each affected ability score. Complete bed rest restores 2 points per day (24 hours) for each affected ability score. Temporary Hit Points: *Do temporary hit points from the same source stack? No.* Although they are not considered "bonus" hit points, the principle of non-stacking still applies. This prevents a creature from gaining excessive temporary hit points through energy drain or other means. Temporary hit points from different sources can still stack with each other. Nonlethal Damage: Nonlethal damage represents harm that is not life-threatening. Unlike normal damage, nonlethal damage is healed quickly with rest. When you take nonlethal damage, keep a running total of how much you've accumulated. Do not deduct the nonlethal damage number from your current hit points. Instead, when your nonlethal damage equals your current hit points, you're staggered; and when it exceeds your current hit points, you fall unconscious. Note: Increases in Constitution Score and Current Hit Points: An increase in a character's Constitution score can give her more hit points, but these are not temporary hit points. They can be restored, and they are not lost first as temporary hit points are. Lethal damage from nonlethal sources can be used to deal lethal blows, but at a penalty on attack rolls. When nonlethal damage equals current hit points, a creature is staggered and limited to standard or move actions. Falling unconscious, creatures are helpless until they regain consciousness. Nonlethal damage heals at 1 HP per hour per level. Cures for hit point damage also remove equal amounts of nonlethal damage. Movement rates vary by armor type, with faster speeds for lighter armor and slower for heavier armor. Terrain can slow movement, especially in combat. Characters carrying heavy loads or slowed by other factors may move more slowly than normal. In combat, you have the flexibility to take two actions: a move action and a standard action. If you choose to only move without taking any other actions, your movement increases to double your speed. However, if you're wearing heavy armor, your speed is reduced to three times your normal speed instead of quadruple. Additionally, some abilities can enhance your speed. When calculating distance, assume that one square equals five feet. You can't move diagonally past a corner, but you can move past other creatures or obstacles. If two squares are equally close, randomly determine which one is closest by rolling a die. You can freely move through unoccupied squares unless there's difficult terrain or certain spell effects. Friendly characters won't hinder your movement unless you're charging. However, opponents will block your path unless they're helpless. You can then move through their square without penalty. When ending your movement, remember that you can't occupy the same square as another creature unless it's helpless. If you want to move through an opponent's space, you'll need to use specific abilities like Overrun or Acrobatics. Smaller creatures, such as those of Fine, Diminutive, or Tiny size, can move into or through occupied squares but will still provoke attacks of opportunity. Movement and Positioning: Understanding Creature Interactions Creatures of various sizes interact with each other while moving through spaces. A large creature can traverse a square occupied by a smaller creature, but the latter may provoke attacks of opportunity. However, some creatures defy these rules due to their unique properties. Designated Exceptions: Some creatures are exempt from standard movement rules. For instance, a being that fills a space cannot be moved past, even with special abilities like Acrobatics. Terrain and Obstacles: Natural features, such as dense vegetation or rough terrain, hinder movement. Difficult terrain counts as twice the normal distance, while obstacles may require a skill check to overcome. Flying creatures are not affected by these challenges. Squeezing into Tight Spaces: In some cases, characters must squeeze through narrow openings that don't accommodate their full size. They can move through spaces half their width, but at a penalty to attack rolls and AC. Larger creatures take up more space while squeezing, with their miniature figure centered in the area. Special Movement Rules: This section covers unique movement situations, including accidentally ending one's turn in an occupied square or using special skills like Escape Artist to navigate narrow passages. Sometimes a character's movement is cut short while traversing an off-limits area. In such cases, place your miniature in the last legal position you occupied or the closest one if there's a closer option available. Double Movement Cost When hindered by obstacles or challenging terrain, your movement often costs double what it normally would. For instance, each difficult terrain square counts as two, and diagonal moves through such terrain count as three (similar to normal diagonal movements). If movement is doubled twice, each square becomes equivalent to four, with diagonal movements counting as six. This exception applies when doubling movement cost multiple times. Minimum Movement Regardless of any movement penalties, you can take a full-round action to move 5 feet (1 square) in any direction, including diagonally, even if it's through impassable terrain or when all movement is prohibited. However, this doesn't allow you to bypass restrictions on movement and still provokes attacks of opportunity as normal. A creature with greater-than-normal natural reach (over 5 feet) can threaten squares beyond its adjacent ones. This means they can hit targets even if not right next to them. However, such creatures will attack you with an opportunity attack if you approach them because you must enter their reach range before attacking. But if you take a 5-foot step, this attack is not triggered. Large or larger creatures using reach weapons can strike up to double their natural reach but cannot hit at their own reach or less. Various combat modifiers and conditions can influence an attack roll, granting bonuses or penalties on attack rolls or the defender's Armor Class (AC). Cover and AC ---------- When determining cover from a ranged attack, choose one corner of your square. If any line from that corner to the target's square passes through something blocking the line of effect or providing cover, the target has cover (+4 to AC). In melee attacks against adjacent targets, cover is determined if any line goes through a wall or occupied square. For non-adjacent targets (like with reach weapons), use ranged attack rules. Low obstacles provide cover but only for creatures within 30 feet, and attackers can ignore it if closer than their target. Cover and Combat ---------- You cannot execute an attack of opportunity against opponents with cover relative to you. Cover also gives a +2 bonus on Reflex saves against attacks originating from behind the cover, unless spread effects extend around corners. Soft cover, provided by creatures (even enemies), grants a +4 bonus to AC but no bonus on Reflex saves or Stealth checks. Partial cover is given when more than half of an opponent's body is hidden from view. This reduces the effectiveness of attacks by +1 on AC and Reflex saving throws. In some cases, like shooting through a narrow opening, improved cover may double the bonuses for AC and Reflex saves. This increases evasion against all attacks and provides a bonus of +10 to Stealth checks. When two creatures meet in combat, they can use partial or total cover to gain advantage. If the line from an attacker's square to an opponent's square passes through a solid barrier, the opponent gains total cover. However, if no such barrier exists, partial cover is given. Concealment occurs when an area of concealment partially or fully blocks a target's view, reducing the effectiveness of attacks. The GM decides whether the target has concealment from certain types of attacks. You can use concealment to make a Stealth check, but without it, you typically need cover. Total Concealment means you have line of effect but not line of sight, making it difficult to hit. You can't attack an opponent with total concealment, but attacking into a square you think they occupy has a 50% miss chance. Concealment isn't always effective in certain situations. Dim lighting or darkness doesn't help against darkvision characters, and even invisibility might not provide complete cover if opponents are skilled at Perception checks. The level of concealment varies depending on the situation. Flanking allows you to get a +2 bonus on melee attacks if your opponent is threatened by another character or creature on its opposite border or corner. However, creatures with 0-foot reach can't flank an opponent. Flanking the sorcerer requires positioning your ogre and goblin on opposite sides of their square, allowing them to draw a line between themselves that passes through the sorcerer. However, if the ogre lacked reach, he and the goblin wouldn't be able to flank her. **Helpless Defenders** A helpless opponent is someone who is bound, sleeping, paralyzed, unconscious, or otherwise at your mercy. A helpless character takes a significant penalty to AC against melee attacks (-4), as well as further penalties for both melee and ranged attacks due to a Dexterity of 0. Additionally, a helpless character is flat-footed, making them easier targets. **Coup de Grace** You can deliver a coup de grace (a fatal blow) to a helpless opponent using a melee weapon or a bow/crossbow if you're adjacent. You automatically hit and score a critical hit. If the defender survives the damage, they must make a Fortitude save DC 10 + damage dealt; otherwise, they die. Rogues get their extra sneak attack damage against helpless opponents when delivering a coup de grace. Delivering a coup de grace provokes attacks of opportunity from threatening opponents. This cannot be done against creatures that are immune to critical hits or those with total concealment unless it requires two full-round actions (to find and then deliver the blow). **Special Attacks** This section covers standard maneuvers in combat, excluding normal attacks, spellcasting, and class abilities. Some special attacks can be made as part of another action or as an attack of opportunity. Aid Another lets you help a friend by distracting an opponent; if your roll against AC 10 succeeds, your friend gains a +2 bonus on his next attack roll or to AC against the opponent's next attack (your choice). Multiple characters can aid the same friend. This standard action can also be used for other forms of assistance. The charge is a special full-round action that allows one melee attack; you cannot use Vital Strike during a charge, as it requires an attack action, not a full-round action like charging. Charging is a unique full-round action that enables characters to move quickly towards an opponent while attacking. However, there are strict restrictions on how charging can be used. During a charge, the character must move before making an attack, with a minimum distance of 10 feet (2 squares) and moving at double their speed directly towards the designated opponent. If the movement doesn't exceed half their speed, they can also draw a weapon during the attack if they have a base attack bonus of +1. The path to the opponent must be clear, without obstacles or creatures blocking movement. The character must move to the closest space from which they can attack the opponent without any line of sight obstruction at the start of their turn. Charging comes with certain limitations, such as taking only a standard action on their turn and being unable to take a 5-foot step in the same round. Additionally, if a character is restricted to taking only a standard action, their movement speed during charging is halved, and they cannot draw a weapon unless they possess the Quick Draw feat. When attacking on a charge, the character gains a +2 bonus on attack rolls but suffers a –2 penalty to AC until the start of their next turn. They also get a +2 bonus on combat maneuver attack rolls made to bull rush an opponent. In certain situations, charging can result in additional damage or bonuses, such as when using a lance or readied weapons like spears and tridents. Combat Maneuvers Use Similar Mechanic Across Species Each combatant uses a similar mechanic to determine success in performing combat maneuvers. The Combat Maneuver Bonus (CMB) is calculated using the formula: CMB = Base attack bonus + Strength modifier + special size modifier. Tiny and smaller creatures use Dexterity modifier instead of Strength modifier. Special size modifiers are applied as follows: - Fine: -8 - Diminutive: -4 - Tiny: -2 - Small: -1 - Medium: 0 - Large: 1 - Huge: 2 - Gargantuan: 4 - Colossal: 8 Feats and abilities may grant bonus CMB for specific maneuvers. When performing a combat maneuver, use an action suitable to the maneuver. Most maneuvers can be performed as part of an attack or full-attack. Others require a specific action. Unless noted otherwise, the target of the maneuver provokes an attack opportunity. If hit, take damage and apply it as a penalty to the next attack roll. The maneuver automatically succeeds if the target is immobilized, unconscious, or incapacitated. A +4 bonus on the attack roll is applied if the target is stunned. When attempting a combat maneuver, make an attack roll and add CMB in place of the normal attack bonus. Any applicable bonuses from spells, feats, or effects are added to the roll. The DC of the maneuver is the target's Combat Maneuver Defense (CMD). A creature's CMD is determined using the formula: CMD = 10 + Base attack bonus + Strength modifier + Dexterity modifier + special size modifier + miscellaneous modifiers. Special size modifiers for CMD are applied as follows: - Fine: -8 - Diminutive: -4 - Tiny: -2 - Small: -1 - Medium: 0 - Large: 1 - Huge: 2 - Gargantuan: 4 - Colossal: 8 Certain feats and abilities grant bonus CMD when resisting specific maneuvers. Creatures can also add circumstance bonuses to their CMD by applying relevant bonuses to AC. As a standard action or during a charge, you can attempt a dirty trick, which imposes a temporary penalty on an opponent's ability or perception. The maneuver can blind an enemy by kicking sand in their face, slow them down by pulling down their pants, or even make them sickened with a hit to a sensitive spot. However, the GM decides what actions qualify as a dirty trick, and it cannot result in permanent penalties that last beyond a round. When using dirty trick or similar abilities, attempting to catch your opponent off guard triggers an attack response from them. If successful, they face a temporary setback, lasting for one round and possibly longer if your attack outperforms theirs by a significant margin. However, this effect can usually be lifted with a quick action. Greater mastery of dirty tricks extends the duration and requires more effort to overcome. For disarming opponents, any weapon can be used, not just those specifically designed for disarming. Attempting to disarm while unarmed, however, carries a penalty. If successful, your opponent drops an item they're holding, possibly two if you excel in your attack. Failure by a large margin could see you losing control of your weapon. Lastly, dragging an opponent involves physically moving them back with a standard action, provided you both can move within the area. Without advanced skills or abilities, this act also prompts an attack from your target. Success moves both parties backward, with you behind your foe. The distance can extend if your maneuver surpasses their CMD, but it's capped by your available movement. You wield the Greater Drag feat, preventing creatures from being moved into squares occupied by solid objects or obstacles. If another creature intervenes during movement, the drag ends adjacent to that creature. Additionally, certain characters possess Stability, making them harder to overthrow and move around the battlefield. Racial abilities granting a bonus to CMD against bull rush attempts also apply to drag combat maneuvers. The Grapple feat allows for grappling, which doesn't deny Dex bonuses to AC, nor does it render targets flat-footed or unable to make full attacks. When grappled, creatures can still make attacks but are denied their Dex bonus. Pinned creatures gain a more severe version of the grappled condition, superseding it and not stacking with it. To escape either a grapple or pin, only one combat maneuver or Escape Artist check is required. As a standard action, you can attempt to grapple an opponent, hindering their combat options. However, without Improved Grapple, grab, or similar abilities, this provokes an attack of opportunity from the target. Creatures attempting to grapple with two free hands but without Improved Grapple take a –4 penalty on the combat maneuver roll. When in a grapple situation, both parties get stuck (grappled condition). However, the person who started the grapple can quickly release it as an easy action, freeing themselves and their target. If they don't release it, they have to keep making a regular check each turn to maintain the hold. On the other hand, if their target doesn't break free, they get a good bonus on future grapple checks against that same person. Once in a grapple, you can successfully continue holding your foe and also perform one of several actions as part of that standard action, such as moving, damaging your opponent, pinning them down, or tying them up with ropes. These actions have specific rules and outcomes, like the damage you inflict being either lethal or nonlethal. If you're on the receiving end of a grapple, you can attempt to break free by making a combat maneuver check against your attacker's skill, or use your Escape Artist skill for the same DC. If you succeed, you'll be freed and can act normally again. Alternatively, if you succeed, you could become the one doing the grappling instead. Steal: As a standard action, you can attempt to take an item from an opponent that is not held or hidden in a bag or pack. You must have at least one hand free and select the item before making the check. Items like brooches or necklaces are easiest to steal, while those fastened to an opponent provide a +5 bonus to their CMD. You cannot take items closely worn or held by your opponent without using disarm instead. The GM decides what can be taken. Without Improved Steal, attempting to steal provokes an attack of opportunity. Sunder: As part of an attack action, you can attempt to sunder an item held or worn by your opponent. Without Improved Sunder, this provokes an attack of opportunity. If successful, you deal damage to the item, and if it takes more damage than its Hardness, that excess is subtracted from its hit points. At half hit points or less, the object gains a broken condition. Trip: You don't need a weapon with the trip special feature to make a trip combat maneuver. Any weapon can be used, including an unarmed strike. Using a trip weapon provides an advantage if your attack fails by 10 or more. Instead of getting knocked prone, you can drop your trip weapon, or use any other type to disarm your opponent without the special feature. You can attempt to trip them instead of a melee attack, but this only works if they're not more than one size bigger than you. Without Improved Trip, tripping triggers an attack from the target. If your roll beats their CMD, they fall over, and if it fails by 10 or more, you're the one who falls instead. Creatures with more legs need a higher DC, and some can't be tripped at all. You can feint to make your next melee attack without AC bonus, but this is just a Bluff check and not a combat maneuver. The DC depends on the opponent's attack bonus and Wisdom modifier or Sense Motive if they're trained in that. Feinting doesn't provoke attacks, but with Improved Feint, you can do it as a move action. In combat with mounts, horses and ponies are easily rideable, but others might get frightened. If you don't dismount, you need to control them every round with a Ride check or they'll run wild. When mounted on horseback, characters can use their mount to gain an advantage in combat. With a successful DC 5 Ride check, they can guide their mount using their knees, allowing them to attack or defend themselves with both hands. Attacking while mounted grants several benefits, including the ability to deal +1 bonus damage due to being on higher ground. However, there are limitations - if the mount moves more than 5 feet, the character can only make a single melee attack, and must wait for their mount to reach their enemy before attacking. Mounted characters do not incur any penalty on melee attacks while riding at full speed, but they may be affected by the AC penalty associated with a charge. If they use ranged weapons during a double move or quadruple speed movement, they suffer a significant penalty on attack rolls. Casting spells in combat is also possible while mounted, provided the mount moves up to its normal speed before or after casting. However, if both movements occur simultaneously, the character must make a concentration check due to the vigorous motion. If the mount falls, the rider must succeed on a DC 15 Ride check to avoid taking damage. Losing control of the mount can result in falling and taking damage, with the risk of being knocked unconscious and dropping out of the saddle. Splashing weapons are a unique type of ranged attack that deals direct hit damage to targets, as well as splash damage to nearby creatures and objects. You can target specific grid intersections with your ranged attack, dealing splash damage to all creatures in adjacent squares except for the direct hit target. If you aim at a creature or intersection occupied by one, you're aiming directly at it and not the grid point. When you miss, roll 1d8 to determine misdirection. This determines if the projectile falls short (misses) or rotates around the target. After determining where the throw landed, it deals damage to all creatures in that square and adjacent squares. The penalties end as soon as the full-attack action allowing two-weapon fighting is completed, with exceptions for certain feats like Power Attack or Combat Expertise. In two-weapon fighting, you get an extra attack per round but suffer a penalty of -6 on your primary hand's attacks and -10 to off-hand attacks. You can reduce these penalties by having light off-hand weapons or utilizing the Two-Weapon Fighting feat. Two-Weapon Fighting Penalties Circumstances Primary Hand Off Hand Normal penalties –6 –10 Off-hand weapon is light –4 –8 Two-Weapon Fighting feat –4 –4 Double Weapons When using a double weapon, the penalties apply as if the off-hand end of the we